Wii
CHAMPIONSHIP
Foosball
INSTRUCTION BOOKLET
505 GAMES

PLEASE CAREFULLY READ THE Wii™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR Wii HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS MANUAL CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions	Eye or muscle twitching	Altered vision
Loss of awareness	Involuntary movements	Disorientation

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness in some players. If you or your child feel dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

IMPORTANT LEGAL INFORMATION This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

REV-E

The Official Seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

EVERYONE E CONTENT RATED BY ESRB

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Getting Started

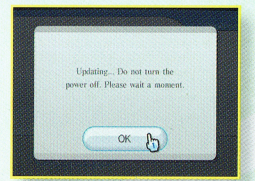
Insert the Championship Foosball Disc into the Disc Slot. The Wii™ console will switch on. The **Health and Safety Screen**, as shown here, will be displayed. After reading the details press the A Button. The **Health and Safety Screen** will be displayed even if the Disc is inserted after turning the Wii console's power on.

WARNING-HEALTH AND SAFETY
BEFORE PLAYING, READ YOUR OPERATIONS MANUAL FOR IMPORTANT INFORMATION ABOUT YOUR HEALTH AND SAFETY.
Also online at
www.nintendo.com/healthsafety/
Press Ⓐ to continue.

Point at the **Disc Channel** from the **Wii Menu Screen** and press the **A Button**.

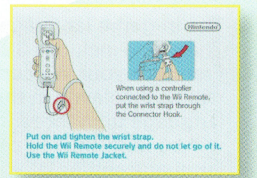
The **Channel Preview Screen** will be displayed. Point at **START** and press the **A Button**.

System Menu Update
Please note that when first loading the Disc into the Wii™ console, the console will check if you have the latest **System Menu**, and if necessary a **Wii System Update Screen** will appear. Select OK to proceed. Please note that the Wii console must have the latest System Update in order to play the Disc.



The **Wii Remote™ Wrist Strap Information Screen** will be displayed.

Tighten the strap around your wrist, then press the **A Button**. The opening movie will then begin to play.


When using a controller connected to the Wii Remote, put the wrist strap through the Connector Hook.
Put on and tighten the wrist strap.
Hold the Wii Remote securely and do not let go of it.
Use the Wii Remote Jacket.

The **Wii Remote™ Wrist Strap Information Screen** will be displayed. Tighten the strap around your wrist, then press the **A Button**. The **Title Screen** will be displayed.

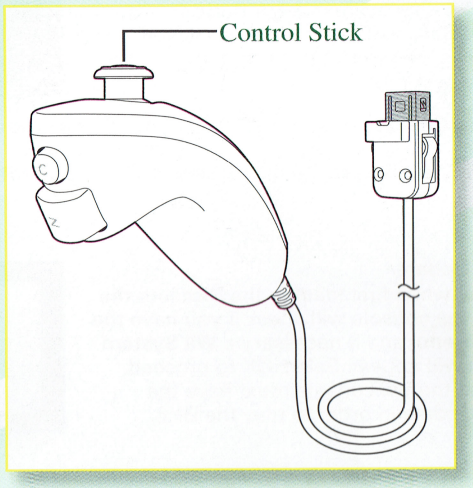
Control Stick

Nunchuk™ Neutral Position Reset

NOTE: If the Control Stick is moved out of neutral position when the power is turned on, or when connecting to the Wii Remote™, that position will be set as neutral position, causing incorrect game control during gameplay. To reset the Control Stick, allow it to return to the normal neutral position, then simultaneously hold down the A, B, Plus (+) and Minus (–) Buttons on the Wii Remote for three seconds.

To prevent this from occurring, do not move the Control Stick when:

- Turning on the Wii™ console
- Plugging the Nunchuk into the Wii Remote
- Starting Channels from the **Wii Menu**
- Returning to the **Wii Menu** from games or Channels.

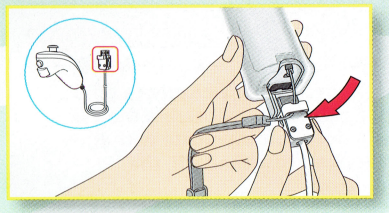


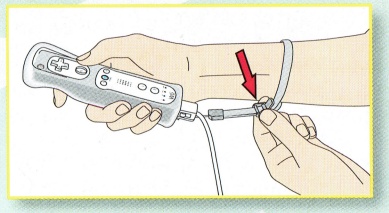
The in-game language depends on the one that is set on your Wii™ console. The game includes 3 different language versions: English, Spanish and French. If your Wii console is already set to one of them, the same language will be displayed in the game. If your Wii console is set to a different language than those available in the game, the in-game default language will be English. You can change the in-game language by changing the language setting of your Wii console. For further instructions about how to change language settings please refer to the Wii Operations Manual – Channels & Settings.

Wrist Strap

CAUTION – USE THE Wii REMOTE™ WRIST STRAP

Feed the cord on the Wii Remote Wrist Strap through the Connector Hook. Insert the Nunchuk™ plug into the External Extension Connector on the bottom of the Wii Remote. Place your hand through the Wii Remote Wrist Strap and hold the Wii Remote firmly in your hand. Slide the strap lock up so that the wrist strap will not fall off your wrist. Do not over-tighten the strap lock so that it's uncomfortable. It should just be tight enough to hold the Wii Remote Wrist Strap in place.





⚠CAUTION: WRIST STRAP USE

Please use the wrist strap to help prevent injury to other people or damage to surrounding objects or the Wii Remote in case you accidentally let go of the Wii Remote during game play.

Also remember the following:

- Make sure all players put on the wrist strap properly when it is their turn.
- Do not let go of the Wii Remote during game play.
- Dry your hands if they become moist.
- Allow adequate room around you during game play and make sure that all areas you might move into are clear of other people and objects.
- Stay at least three feet from the television.
- Use the Wii Remote Jacket.

CAUTION: Always keep a firm grip on the Wii Remote and Nunchuk. Use the Wii Remote Jacket (RVL-022) and the Wii Remote Wrist Strap at all times to prevent losing your grip on the Wii Remote and possibly causing damage to the Wii Remote and surrounding objects, or injury to other people. The Wii Remote Jacket will provide protection if the Wii Remote is accidentally thrown or dropped during game play. Please ensure there is sufficient distance from other people and objects when playing Wii™ games. Stop playing and dry your hands if they become sweaty or wet. The Wii Remote responds to minor movements so do not use excessive, rapid or wide swinging motions.

Be sure to install the Nunchuk as described. Use the Connector Hook on the Nunchuk plug with the Wii Remote Wrist Strap cord to prevent the Nunchuk plug from becoming separated from the External Extension Connector on the Wii Remote and striking objects or people.

WARNING: Not suitable for children under 36 months of age. The Wii Remote Wrist Strap and the cord of the Nunchuk can coil around the neck.

Synchronizing

Synchronising your Wii Remote™ with the Wii™ console

Synchronising the Wii Remote is necessary to use it with the Wii console. The Wii Remote included with your Wii console has already been synchronised with the console. The Standard Mode procedure is used when adding additional Wii Remotes to your system or if you want to re-synchronize your original Wii Remote. This procedure allows the Wii Remote to communicate with the console.

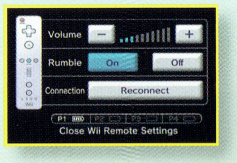
Standard Mode – Once synchronized, the Wii Remote will stay synched to the console unless you overwrite this setting by synching the Wii Remote to a different console.

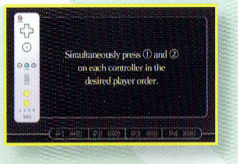
OneTime Mode –This mode allows you to temporarily use your Wii Remote on a console other than your own or to use a friend's Wii Remote on your console. It does not delete the Standard Mode setting stored in the Wii Remote. In this mode, the Wii Remote will only communicate with the console while the power is on. When the power is turned off, the Wii Remote will lose its synch with the console.

- A Wii console can have up to 16 Wii Remotes synched to it – 10 in Standard Mode and 6 in One Time Mode.
- Only a Wii Remote in Standard Mode can turn the console power on or off. One Time Mode Synchronization

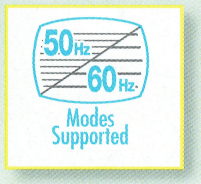
NOTE: This mode temporarily removes Standard Mode synchronization setup for all Wii Remotes until the power of the Wii console is turned off. When the power is turned back on again, the Standard Mode settings will return.

1. Press the HOME Button on a Wii Remote that is synchronised with the console.
2. Select the Wii REMOTE SETTINGS option from the Home Menu Screen, then select the RECONNECT option.
3. Press the 1 and 2 Buttons simultaneously on the Wii Remote that you want to synchronize with the console. The order in which you synchronize Wii Remotes will set the player order for multiplayer games.
4. The Player LED will blink during the synching process. Hold the buttons down until the blinking stops which indicates that the connection is complete. For more information please refer to the Wii Operations Manual – System Setup.





60Hz (480i) Mode



60Hz (480i) Mode

Many people don't know what the difference between 50Hz and 60Hz is, but since most modern TV models support 60Hz it's definitely worth finding out if your TV is compatible. In basic terms, Hz (Hertz) is related to the number of frames per second (fps) appearing on your screen.

50Hz produces 25 fps and 60Hz produces close to 30 fps, which may not sound like a big difference, but the increase in quality from 25 to around 30 fps is quite noticeable on-screen. With 60Hz you get a smoother game screen with less flicker and the game running at optimal speed, all of which produces a great gaming experience.

The default setting of the Wii™ console is 50Hz (576i) Mode. To change this, activate 60Hz (480i) Mode by selecting this TV TYPE in theWii Settings. However, certain (mainly older) TV sets are unable to display games in 60Hz (480i) Mode, and therefore a small number of players could experience difficulties using this display mode on their TVs. To find out if your TV set features 60Hz (480i) Mode, consult your TV instructionmanual or contact the manufacturer.

If, after changing the setting to 60Hz (480i) Mode, the screen appears blank or distorted, it will likely be the case that your TV does not support 60Hz (480i) Mode. To revert to the default setting, press RESET on the Wii console while holding the down direction on the +Control Pad, and the Wii system will restart in 50Hz (576i) Mode. For additional information on how to set the TV TYPE, please refer to the Wii Operations Manual – Channels & Settings.

Also, when you connect theWii RGB cable (RVL-013) (sold separately) to a TV which has an RGB terminal and PAL60 compatibility, or you connect the Wii Component AV cable (RVL-011) (sold separately) to a TV which has component video inputs, you can enjoy an intensely sharp picture on-screen.

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IN-GAME CONTROLS

There are two different ingame control modes which you can choose from: Arcade Mode and Simulation Mode. Arcade Mode is ideal for beginners, or if you want to play a quick, fun game with your friends. Simulation Mode is more challenging, but can be played just like real table foosball.You can change these settings by accessing the pause menu before starting your match. To bring up the pause menu, just press the 2 button any time during your match.

ARCADE MODE

B BUTTON
• Overhead Kick

+CONTROL PAD
• Reset Doll Position

CONTROL STICK
• Slide Rods

C BUTTON
• Overhead Kick

NUNCHUK

Wii REMOTE

SHOVE FORWARD/BACK
• Slide Rods
(If Nunchuk is not used)

A BUTTON
• Grab All Rods

HOME BUTTON
• Game Exit

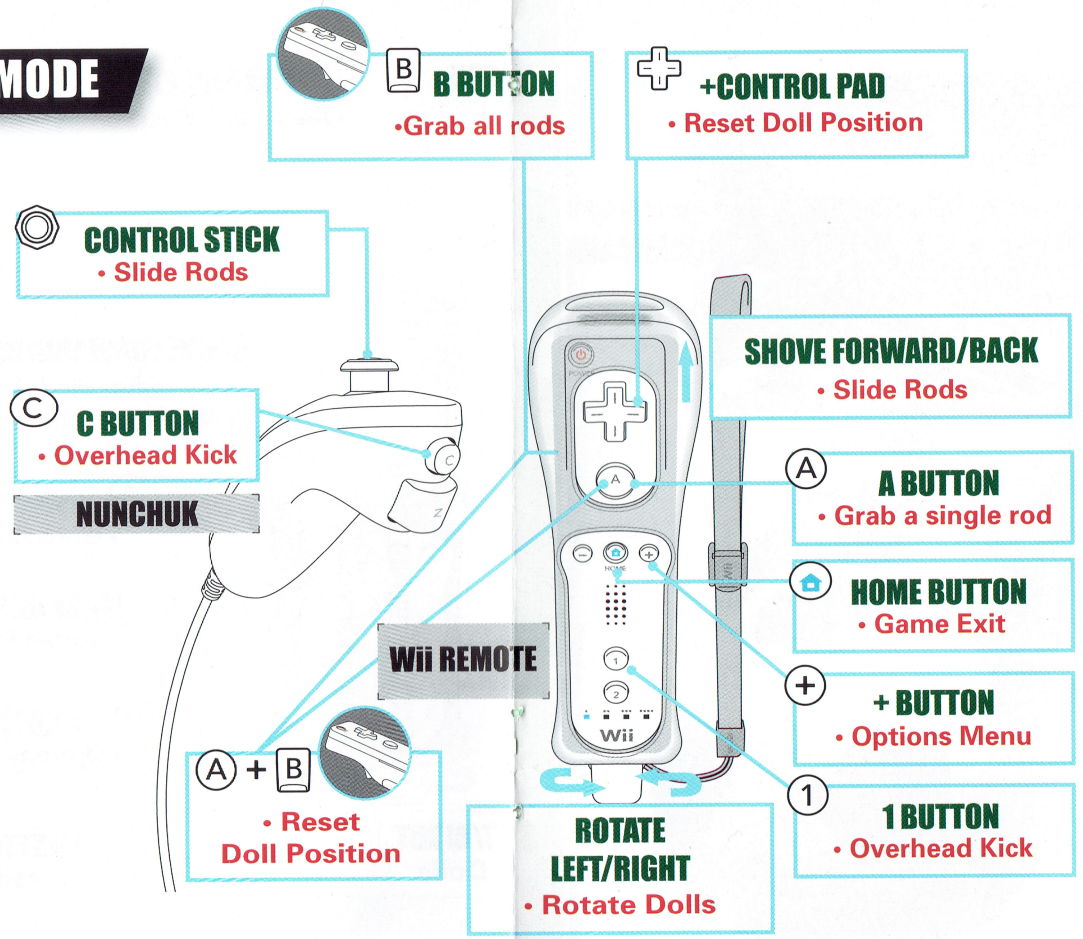
+ BUTTON
• Options Menu

1 BUTTON
• Overhead Kick

ROTATE LEFT/RIGHT
• Rotate Dolls

IN-GAME CONTROLS

SIMULATION MODE

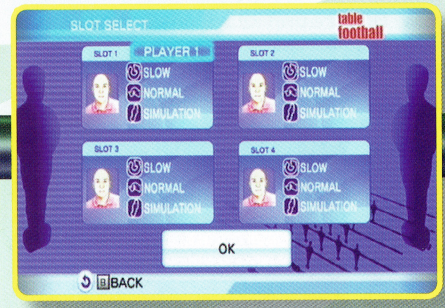


TITLE SCREEN

When the Title Screen appears, press the A and B buttons at the same time to start playing Table Football.

SLOT SELECT

By selecting one of the four available slots, you can set up and save your preferences. You can save up to 4 profiles. To start playing, select one of the four slots, then select OK. To return to the previous screen point on Back and press the A Button, or press the B Button.

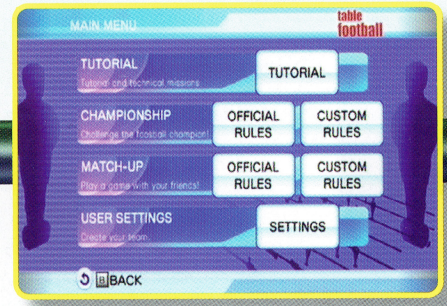


TOP MENU

From the top menu, you can select one of the four game modes or change your settings.

TOP MENU

Select Game mode



TUTORIAL

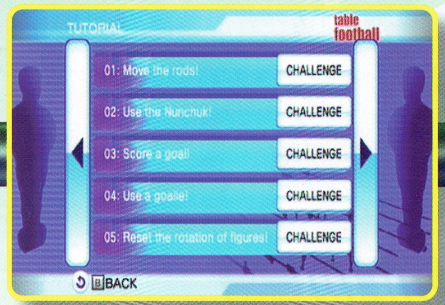
In this mode, you can play different missions from very basic ones such as moving rods and using the Nunchuk, to very advanced ones, where you can learn to play like a professional player.

Point on the mission you want to play and press the A Button to open the Mission Menu.

MISSION MENU

[< side arrow] Display previous 5 missions
[> side arrow] Display next 5 missions
[Challenge button] Display mission details

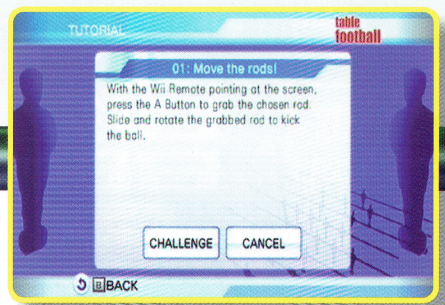
MISSION



TUTORIAL DETAIL

You will see a description of the mission you have selected. Select CHALLENGE to start your mission or CANCEL to go back and select another mission. Once you have completed your mission, you can select RETRY to play again, or QUIT to go back to the previous menu and select another mission.

MISSION DETAIL


TUTORIAL
table football
01: Move the rods!
With the Wii Remote pointing at the screen, press the A Button to grab the chosen rod. Slide and rotate the grabbed rod to kick the ball.
CHALLENGE
CANCEL
BBACK

CHAMPIONSHIP

Select this mode if you want to play a tournament. You can play with the official rules used in real tournaments, or enjoy a championship using your own rules.

MATCH-UP

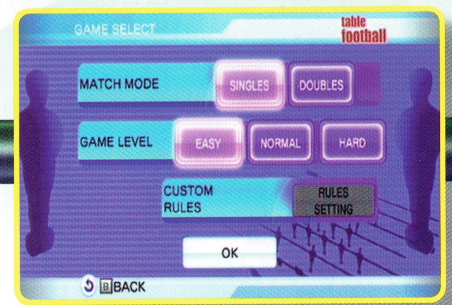
Select this mode if you want to play a quick match either with official rules or your own rules. After selecting Championship or Match up, you will be taken to the Game Select menu.

GAME SELECT

Match mode

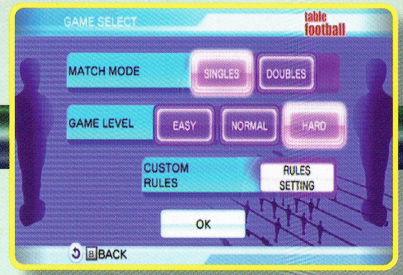
Select SINGLES for matches with 1 round, or DOUBLES for matches with multiple rounds.

GAME SELECT



GAME LEVEL

Select the strength of your opponent. Please note that by default this option is set to HARD. If you feel that your opponent is too strong, select an easier setting.



CUSTOM RULES

If you selected CUSTOM RULES in the Top Menu, you can set up rules for your championship using this screen.

CUSTOMIZING YOUR MATCH

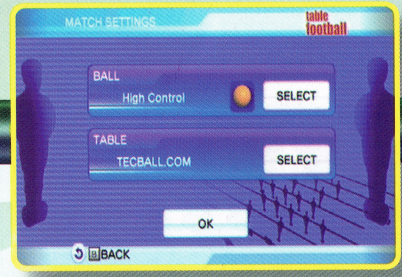
There are many different elements that can be changed to customise your matches.

You can choose from more than 10 different balls each of which behave in different ways, choose your table from 5 different models, choose your formation and even change the set of figures you play with.

SETTINGS

Select SETTING in the Top Menu to change your profile settings.

MATCH SETTING



SELECT BALL

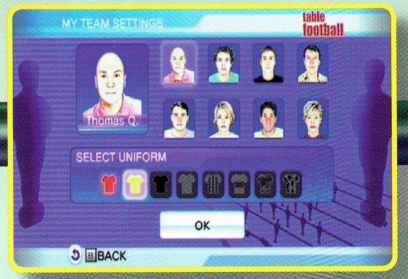
	OFFICIAL		CUSTOM	
BALL TYPES	CHAMPIONSHIP	MATCH UP	CHAMPIONSHIP	MATCH UP
High Control	✓	✓	✓	✓
Speed Play	✓	✓	✓	✓
High Control v2	✓	✓	✓	✓
Speed Play v2	✓	✓	✓	✓
Special Balls	✗	✗	✓	✓

Note: special balls cannot be used with OFFICIAL RULES.

TEAM

Select TEAM to change your character's picture and the color of your uniform. Select OK to go save and go back to the previous menu, or BACK to return to the Top Menu without saving.

SLOT SETTING



CONTROL

Select CONTROL to change controller settings.You can change the rotation and slide speed of the rods.You can also choose to play in Arcade or Simulation mode; these settings can also be changed by accessing the pause menu before starting your match.

CREDITS

The ITSF logo is property of ITSF - International Table Soccer Federation and is used with ITSF authorization. All tables represented in the game are Official Tables sanctioned by ITSF. Please visit http://www.table-soccer.org/ for more information. Special thanks to Mr Farid Lounas, president of International Table Soccer Federation.

The design of the "B90" table has been created by Baby-Foot Bonzini and is used in this game by kind authorization of Baby-Foot Bonzini.

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